NES-3P-USA★

TM

THE VIDEO GAME!

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Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.

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SPOTLIGHT ON SPOT

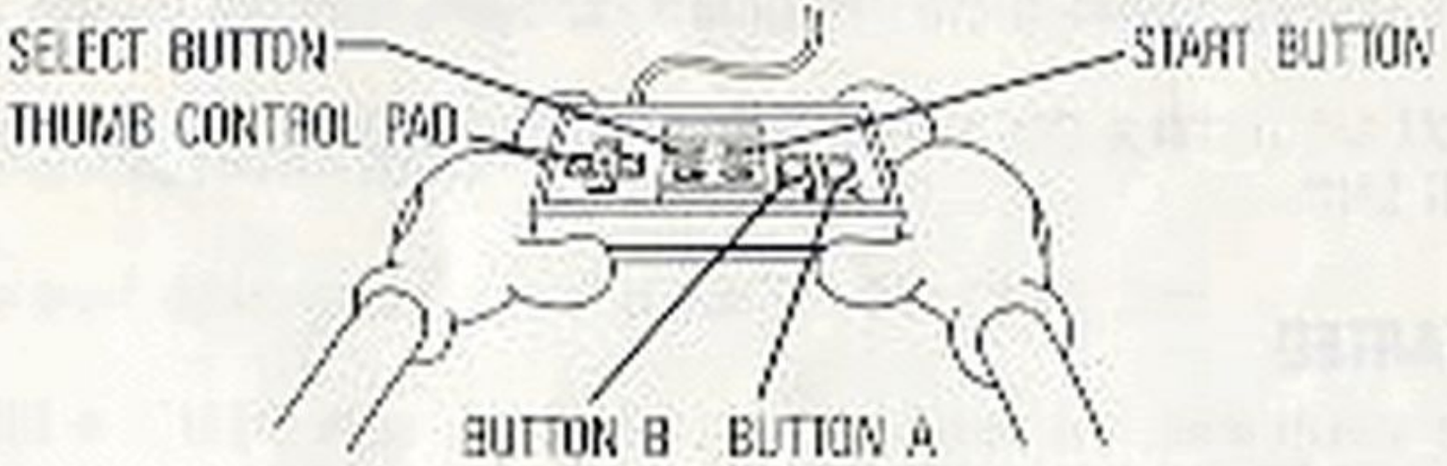
Who is Spot? He's that ultra-cool, wild and unpredictable 7UP character whose crazy antics have been stirring up excitement on television screens throughout America.

Prepare yourself to get down and boogie with those mischievious and totally fun-loving characters because now Spot has partyhopped to your very own NES screen.

See Spot perform 35 different animated moves, including roller skating, pole vaulting, moonwalking or even break-dancing as he travels across a play board that you can custom-design.

Now, see if you can outwit these little pranksters with some slick moves of your own!

THE CONTROLLER



NES CONTROLLER REQUIRED

REGULAR NES CONTROLLER

For 1 or 2 player game, use regular NES Controllers.
For 3 or 4 player game, use 2 regular NES controllers, alternating between players. When using two regular controllers, controler 1 is used for players 1 and 3, and controler 2 is used for players 2 and 4.

NES SATELLITE CONTROLLER

No matter how many human players there are, each player's controller must be plugged in before the NES Satelite is turned on. (Example: Player 1 uses position 1, Player 3 uses position 3, etc.)

Plug in the controller(s) and NES Satellite before turning on the NES console and be sure the NES Satellite is set to controller instead of gun. The game automatically recognizes the NES Satellite.

WARNING: IF YOU ARE USING A CONTROLLER WITH A "TURBO" MODE, BE SURE TO TURN IT OFF BEFORE PLAYING SPOT.

GETTING STARTED

Insert the Spot Game Pak and turn on your NES.

You will see the following screen:

1. If you are alone and want to play the computer, you can use the QUICK START OPTION.

   QUICK START: To skip the Option and Edit menus and start the game, just press Start. The game begins and you are automatically in charge of the orange game pieces and your opponent is a level 1 computer player in charge of blue game pieces.

2. To play on the full 49-square play board, you don't need to go into the Edit Board menu. Use the control pad to move the hand in front of either Select Options or Begin Game and press Start.

EDIT BOARD INSTRUCTIONS

To change the board layout, move the hand to Edit Board and press Start.

COMPUTER-EDIT A SCREEN: When you see the play board, press B to cycle through the 512 pre-programmed play boards. You don't need to cycle through all the play boards if you don't want to– when you have found the play board you want, stop pressing B.

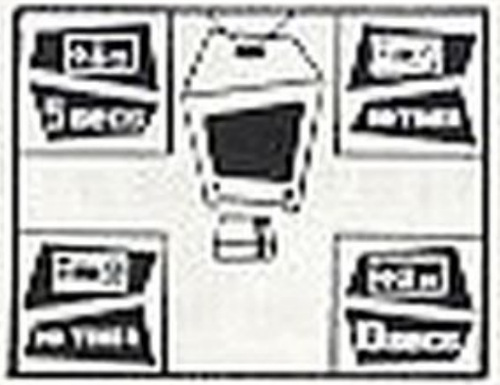
CUSTOM-EDIT A SCREEN: Use the control pad to move the hand into the square(s) you wish to add or delete and press A. Except for a circular area in the center of the play screen and the four corner squares, any square may be added or eliminated by moving the hand into the square you want to alter and pressing A.

To undo your changes and return to the original 49-square play board, press Select while the hand is still on one of the squares in the play board.

When you have chosen the play board you want, press Start to take you back to the opening screen.

SELECT OPTIONS

SELECT OPTIONS MENU



To go into the option menu, you must move the hand with the thumb control to Select Options and press Button A or Start. Once the Options screen is displayed, you can move the hand around the screen by moving the thumb control in the appropriate direction, or cycle through the options by pressing Select repeatedly.

OPTION SCREEN INSTRUCTIONS

1. **SPOTS OR PIECES:** If you move the hand to the left knob of the TV set and press A on the controller, you can choose to play with Spot or just the regular game pieces. Don't worry about hurting Spot's feelings—he won't mind a little vacation. Gameplay is exactly the same whether you use Spot or not.

2. **CHOOSING TIME OPTION:** This selects the length of time allowed for a player to complete a move.

PLAYER TIME LIMIT:

Choosing the player time limit requires the same method for each of the four player selection squares. Change the timer by moving the hand to the "No Timer" area in any one of the player selection squares.

Press A to cycle through the following choices:

No timer
5 seconds
10 seconds
20 seconds
30 seconds

Stop on the time limit you want. Move the hand to another option or return to the opening screen by moving the hand to the picture of the NES console and pressing A.

How about an example of how this option effects gameplay? No problem. If, for instance, you select the 5 second clock and fail to complete a move in that time, you forfeit your turn.

3. **CHOOSING PLAYERS:**

Choose 1 to 4 players, human or computer or a mixture of both. When you first enter the option screen it will be set up for one human player vs. one computer player. The four blue boxes correspond to the four starting corners on the playing board. The human player is represented by a picture of a controller. The computer player is represented by a green computer circuit board.

PLAYER 1

Move the hand with the control pad to top left corner player selection square. This square is automatically set on human player as indicated by the picture of a controller. Press A to cycle through choices to select a computer player (shown by a green computer circuit board picture) with a skill level of 1-5, 1 being the least difficult and 5 being the toughest.

Whether you have selected a human or computer player in the top left corner, the game piece in this corner will always be orange.

PLAYER 2

Next, move the hand to the top right corner player selection square. This square is automatically set on a computer player. Press A to cycle through choices to choose either a human player or one of 5 computer players with skill levels increasing in difficulty from 1-5.

The game pieces for the player (human or computer) in the top right corner are always blue.

PLAYER 3 OR 4

To activate the players in the lower right and left corners, move the hand into the player selection squares and press B. Then press A to cycle through choices for human or computer player as described under PLAYER 1 and 2.

When you finish choosing all player selection options and time limit options, move the hand to the picture of the NES console in the center of the screen and press Button A or B to take you back to the opening screen. You can also press Start at any time to return to the opening screen.

PLAYING THE GAME

GOAL (All levels): Move Spot around the board to fill as many squares with your color game piece as possible. The winner is the player with the most game pieces after the whole board has been filled.

TAKING A TURN:

Players take their turns in a clockwise fashion, starting from the top left corner.

Spot won't let human players forget when it's their turn. He stands by the score in the corner of whoever needs to move next. The computer players automatically take their turn without being prompted by Spot.

MOVE HAND TO ANY SQUARE OCCUPIED BY ONE OF YOUR PIECES

PRESS A TO ACTIVATE YOUR PIECE

PLACE HAND IN THE SQUARE YOU WANT TO MOVE TO

PRESS A AGAIN TO SEE SPOT MOVE

MOVING YOUR SPOT:

On your first turn, move the hand to any square occupied by one of your pieces. Pressing A activates your piece and now you're ready to move. You can move in any direction: backwards, forwards, sideways or diagonaly. You can move to any adjacent empty square or skip a square in any direction. Once you have positioned the hand with the control pad in the square you want to move to, press A to move your piece.

NOTE: YOU CANNOT MOVE INTO A SQUARE OCCUPIED BY ANOTHER GAME PIECE.

FOR FASTER PLAY: Press A to activate the Spot as you usualy do. For TURBO power, press B at the same time you are moving the hand to the square.

The purpose of the game, aside from having a good old time with the SPOT, is to have your game pieces take over as many squares as possible.

This game is full of hidden strategy. Play a practice game to see what moves are possible and try some of these.

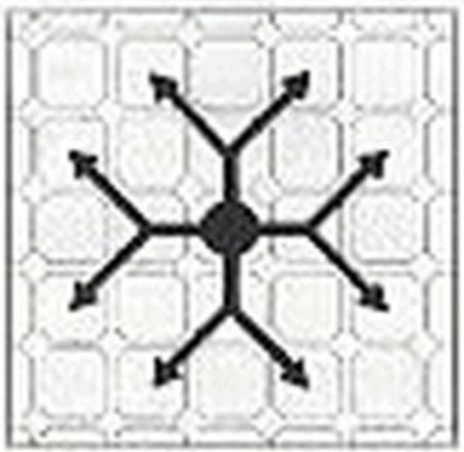
1. CLONE: If you move your piece into an empty adjacent square, you will duplicate your piece by one.

2. CAPTURE: If you move your piece into an empty square that is bordered by any of your opponents' pieces they will change to your color.

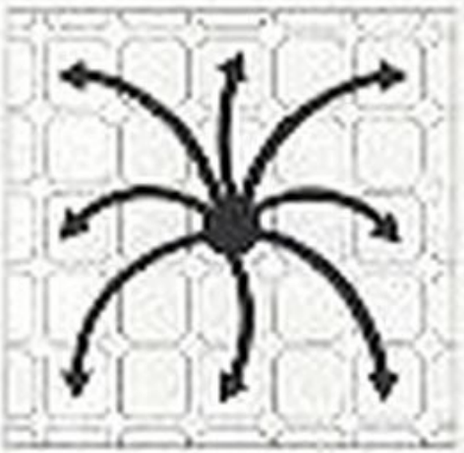
3. SKIP: You may skip over one square (empty or occupied) by moving one of your pieces in any direction. But, if you skip over a square you are only moving your piece, not cloning it. This leaves an empty space in the square you started from, so be careful! However, you still capture all your opponents' pieces around the square you skip to.

4. SIDE SKIP: You can also "Side Skip" by moving two squares. You will leave an empty space behind you. However, any of your opponents' pieces bordering on the square you have just entered will become clones of your game piece.

CLONE



SIDE SKIP



SKIP

SECRET SPOT SQUARES

Sometimes you may land on a square and the screen will light up with the word "BONUS". Congratulations! You have found the Secret Spot square.

The BONUS screen looks like this:

The idea is to stop the reels with three of the same pictures along the middle line. It's trickier than it looks.

The first press of button A will stop the left reel from rolling, the next press of button A will stop the middle reel and the final press of button A will stop the right reel.

If you line up three of the same pictures, you win one of the following bonuses:

- A FREE TURN!!

- 7 EXTRA SECONDS IF YOU HAVE A TIMER ON!

- A FREE MOVE BY ANY OF YOUR PIECES TO ANY FREE SQUARE.

- SWAP PIECES WITH ANOTHER PLAYER!
When you are returned to the playing board, point to one of your opponent's game pieces and press A to swap pieces with that player. Select one of your own pieces and press A if you do not wish to swap.

STRATEGY OR HOW TO READ SPOT'S MIND:

Although moving Spot around the play board is easy enough, learning to plan 2 or 3 steps ahead is a challenge. The game moves fast and furiously and a player who is behind can catch up quickly. It's anyone's game until the last square is taken.

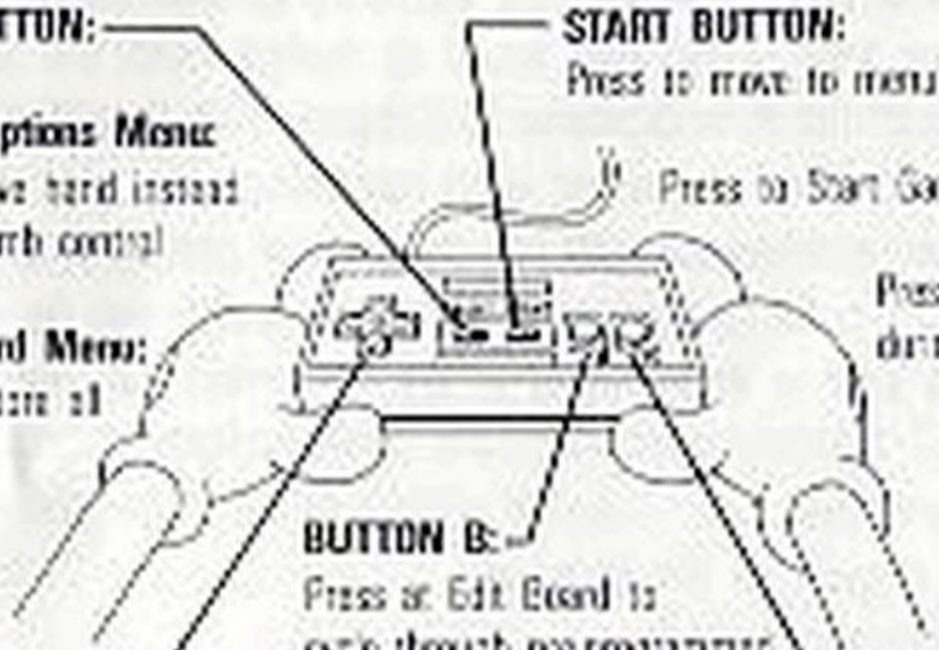
SUPER SPOT TACTICS:

1. Play defensively by moving to adjacent empty squares instead of skipping over empty or occupied squares. This way you are able to clone your game piece without leaving a gap behind you.

2. Look for gaps left behind by your opponents; move in and capture their game pieces.

3. Your purpose is to capture as many of your opponent's game pieces while losing as few of your own as you can. Although you cannot possibly protect all your pieces from capture, by planning ahead one or more moves, you can build up certain areas and cut down on your losses.

SPOT CONTROL SUMMARY



SELECT BUTTON:

In Select Options Menu
Press to move hand instead of using thumb control

In Edit Board Menu:
Press to restore all squares

START BUTTON:
Press to move to next you have chosen

Press to Start Game

Press to Pause Game during gameplay

BUTTON B:
Press at Edit Board to cycle through preprogrammed play speed choices

Press to accelerate hand during gameplay

THUMB CONTROL PAD:
Press Thumb Control to move hand and game pieces

BUTTON A:
Press to begin and activate move

In Select Options Menu:
Press to cycle through choices in player selection screens

In Edit Board Menu:
Press to add or delete squares

Press to skip reel or bonus screen

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES *away* from the receiver
- Plug the NES into a different outlet so that Control Deck and receiver are on different circuits

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: *How to Identify and Resolve Radio-TV Interference Problems*. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

PRECAUTIONS

1.) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart.

2.) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.

3.) Do not clean with benzene, paint thinner, alcohol or other such solvents.

Note: In the interest of product improvement, Nintendo Entertainment System specifications and design are subject to change without prior notice.

PROGRAMMER CREDITS FOR SPOT NES

ORIGINAL CONCEPT
Binary Magic

PROGRAMMED BY
Graeme Devine
&
Dan Chang

GRAPHICS & ANIMATIONS BY
Robert Stein III
&
Darren Bartlett

MUSIC BY
Ken Hedgecock

PRODUCED AND DIRECTED BY
Graeme Devine
&
Robert Stein III

MANUAL TEXT BY
Lisa Marcinko

MANUAL ART BY
Robert Stein III
&
Darren Bartlett

ARCADIA®
SYSTEMS·INC.

18001 COWAN SUITE A IRVINE, CA 92714 (714) 833-8710

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